

will be compelled to await the final decision of the highest court on the issue raised.

In case, however, he decides in favor of the government, an appeal by the packers is certain.

In that event, the government attorneys insist that the actual trial to determine the guilt or innocence of the packers could proceed before Judge Carpenter, unless explicitly stopped by Judge Kohlsaas or an appeal court.

The attorneys for the packers insist that the filing of an appeal by the packers in case of a decision against them would act automatically in stopping the trial before Carpenter.

That the Beef Trust lawyers believe with the government that Judge Kohlsaas intends to quash the writ was made evident today when Attorney Mayer said:

"In the event Your Honor quashes the writ, we shall pray an appeal and raise the same questions for review that we have raised here."

Attorney Mayer also argued that it would be good policy to have the constitutionality of the penal section of the Sherman law go before the Supreme Court now, so that the "unsettled condition of business now obtaining might be relieved."

HOW THE BEEF TRUST HOGS ARE ROBBING YOU AND MAKING YOU PAY FOR THE ROBBING

**The Plain English Story of the Legal Flimflam and Flapdoodle
That Is Going On In the Federal Courts Under the Nose of
the People.**

Let's forget about the legal flimflam and see just what's happening in the Beef Trust case.

Nine millionaires are charged with criminal constraint in restraint of trade.

That is—with conspiracy to rob YOU by boosting the price of meat.

The penalty for this is one year in jail.

Judge Carpenter of the Federal District Court set the trial of the millionaires for Monday.

The Beef Trust Hogs were in the very shadow of the jail.

So the smart Beef Trust attorneys went over Judge Carpenter's head to Judge Christian C. Kohlsaas.

NOT to ask him to decide if they are or are not guilty of robbing YOU.

BUT to ask him to decide that the law under which they are charged with robbing YOU is **UNCONSTITUTIONAL**.